



INDOOR SOCCER LEAGUE RULES.

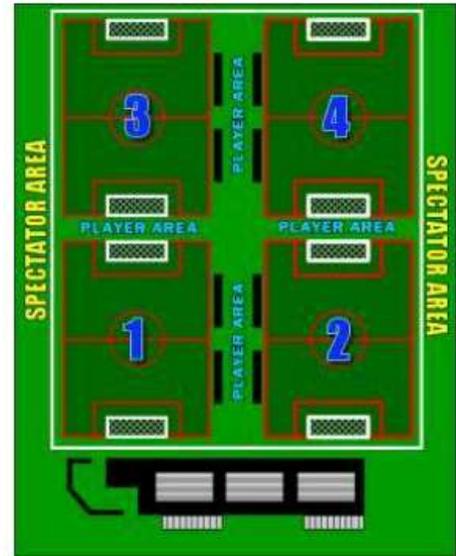
Indoor soccer league rules for all SPARTA DOME in-house leagues. League rules are specific for age groups U06 3v3, U08 5v5 and U10 through Adult 7v7 formats

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FACILITY RULES

- No Metal Cleats
- No Gum on Turf
- No Spitting allowed on Turf
- No Food Allowed on Turf
- No Drinks other than Water On Turf
- No Foul Language
- Shin guards must be worn during play.
- Appropriate attire must be worn at all times.
- Absolutely no outside food or drink is allowed in to the Dome other than water in a plastic, sealable container
- Abusive or foul language, attempted confrontation, physical confrontation or other behavior that is deemed inappropriate by management is not permitted and will result in immediate removal from the facility.
- The Sparta Dome is not responsible for lost or stolen items.
- Player only area – Spectators may watch from the outside portion of the fields or the bleacher area located above the mezzanine. Only players and coaches may be on the fields or Player Area at any time. Spectators must enter and exit from the outer portions of the arena, do not walk across the fields. Seating around the fields is limited and spectators must provide their own portable seating. **(U08 and U06 games are played on Field #1 in the morning, the field is than reconfigured for 7v7 games)**



PLAYER / TEAM ELIGABILITY

- All players must be rostered on a team and completed their online waiver to be eligible to play.
- No player may be rostered on more than one team in the same age group with the exception of in-house teams.
- Teams must be in good standing with facility in order to participate; all fees must be paid in order to participate in leagues.

GAME PROCEDURES

- All games will start on time
- All games are a running clock with the exception of a serious injury or extended period of stoppage in play. Stopping the clock is the discretion of the official.
- Teams should double check their assigned fields and be ready to go at the designated start time. The clock will start on time weather the teams are there or not.
- Teams can begin with the minimum number of players specified for their respected age groups.
- Teams not able to field a minimum team will forfeit the game but may play during the designated game period as a friendly.
- Both teams should verify the score of the game and sign or initial game sheet after completion of game to insure it is correct.

- All teams must be in the same color jerseys. If both teams are wearing the same color and do not have a secondary option the away team will wear facility pennies.
- Goalies must wear a color distinguishing him from all other players on the field. The facility will provide color pennies if this is not the case.
- All decisions by officials are final. Please see the Protest section on how to handle disagreements and game protests. Do not approach an official directly after the completion of the game.
- Players fighting will be removed from the game and suspended for the teams next game

ROSTER SIZES

- U06 – maximum roster size of 8
- U08 – maximum roster size of 10
- 7v7 leagues maximum roster size of 18

U06 3v3 LEAGUE

GAME FORMAT

- Games start as scheduled
- Each game consists of two 21 minute halves. A running clock is used.
- Game format is 3 vs. 3, NO GOALIES. Everyone plays the full field.
- Soccer ball size #3
- All players must wear shin guards, no exceptions.
- Soccer or gym shoes only. No football or baseball cleats allowed.

RULES OF PLAY

- No players are allowed in the goal boxes.
- Sideline Out of bounds will result in a kick-in for the other team.
- Defensive Players must stand outside of box on all goal kicks.
- No play zone – square around the goal
- End line Out of Bounds By the defending team results in a corner kick for the offense.
- End line Out of Bounds by the offensive team results in a goal kick.
- Dead balls in the goal box are the same as End line out of bounds.
- Hand balls results in an in-direct kick for the other team.
- Pushing is not allowed and may result in an in-direct kick for the other team.
- No Slide Tackles are allowed; an in-direct kick is awarded for the other team.
- No Hooking or Holding is allowed and may result in an in-direct kick.
- There is no winning or losing team since no score is kept.
- No Win / Loss records.

U08 5v5 RULES OF PLAY

GAME FORMAT

- Games start as scheduled

- Each game consists of two 21 minute halves. A running clock is used.
- Game format is 5 vs. 5, 4 Field Players and Goalie.
- Soccer ball size #3
- All players must wear shin guards, no exceptions.
- Soccer or gym shoes only.

RULES OF PLAY

- There is no off sides.
- Goalies are allowed to use hands with in goal box. There are no drop kicks allowed, goalie may play the ball off the ground or throw ball back in play.
- Sideline Out of bounds will result in a kick-in for the other team.
- End line Out of Bounds By the defending team results in a corner kick for the offense.
- End line Out of Bounds by the offensive team results in ball being played in hand of keeper.
- Hand balls results in an a direct kick for the other team.
- Pushing is not allowed and may result in an in-direct kick for the other team.
- No Slide Tackles are allowed; an in-direct kick is awarded for the other team.
- No Hooking or Holding is allowed and may result in an in-direct kick.

U10-U14, High School, Adult 7v7 RULES OF PLAY

GAME FORMAT

- Games start as scheduled.
- Each game consists of one 42 minute running clock is used.
- Games are running clock with the exception of an extended stoppage in play. • Game format is 7 vs. 7, 6 Field Players and Goalie.
- Ball Size
- U10 and U12 use size #4 regulation ball
- All other age groups use size #5 regulation ball
- All games are played using 7x21' goals
- All players must wear shin guards, no exceptions.
- Soccer or gym shoes only.

RULES OF PLAY

- Outdoor USSF rules apply except for the following modifications
- There is NO OFFSIDES.
- Sideline Out of bounds will result in a in-direct kick-in for the other team.
- End line Out of Bounds By the defending team results in a corner kick for the offense.
- End line Out of Bounds by the offensive team results in ball being played in hand of keeper.
- HAND BALLS results in a direct kick for the other team.
- All FOULS result in a direct kick for the other team.
- There is NO SLIDE TACKLING permitted. A slide tackle is a play on the ball with the player sliding and playing from the ground to take ball away from opposing player. Sliding is permitted as long as it is in space and not a play on another player.

- There are NO DROP KICKS allowed by keepers. Keepers can play ball out of their hands by the following methods :
- Throw or roll ball back into play
- Play the ball off the ground by bouncing once or rolling out and kicking ball
- There are no goal kicks.
- Play ball Goalies are allowed to use hands with in goal box. There are no drop kicks allowed, goalie may play the ball off the ground or throw ball back in play.
- **PENALTY KICKS** are rewarded for all fouls committed within the designated penalty area. All PKs will be placed 10 yards from goal line. All other players must remain behind ball during kick.
- **REFEREE HAS FINAL SAY IN ALL IN GAME DECISIONS FOULS AND MISCONDUCT**
- **YELLOW CARDS:** Players issued a YELLOW card must leave the field for 2minutes prior to returning, the team can substitute for player during this time.
- **RED CARDS:** Players or Coaches receiving red cards will be ejected from game and will not be able to participate in their next game. Players or coaches receiving more than 2 red cards during a session could be subject to additional punishment at the discretion of the facility.
- The Referee(s) shall be responsible for control of the game. The referee's decisions regarding control are FINAL
- The Sparta Dome reserves the right to expel anyone who uses vulgar or abusive language. This includes racial, ethnic, or religious comments. As well as violations of the laws of the game, the House Rules, or damage to facility property. This behavior is intolerable and could result in permanent expulsion from the facility

STANDINGS AND TIE BREAKERS

Ties in standings between two teams will be broken by;

- 1) Team Points.
- 2) Head to Head results between tied teams.
- 3) Least goals allowed.
- 4) Goal difference (up to 8 per game)
- 5) Goals scored (up to 8 per game).

GAME PROTESTS, COMPLAINTS AND OTHER ISSUES

We take these issues very seriously and understand that there is a right and wrong way of dealing with them.

- Coaches, players and parents are not to approach referees after games to protest or confront the officials.
- All protest, complaints and other issues must be addressed in writing to the facility league management at info@spartadome.com
- These issues will be addressed and reviewed with the assigned official and teams will be notified after the facility has determined an appropriate resolution.
- Please remember that officials are only human and make mistakes as well. Our goal as a facility and league is to provide a fun, safe, quality facility with certified officials for your player to have a positive experience.

Any questions can be addressed to info@spartadome.com